INTRODUCTION

The HEALTH bar determines whether you live or die.

Search for medikits to regain your HEALTH.

Some actions and states will decrease STAMINA. To regain this, Randall must rest and avoid actions which decrease STAMINA.

Hiding under the rubble, it is still possible to find vitamins and antibiotics. These will increase your level of HEALTH and STAMINA.

STATUS
Press BACK to enter the STATUS screen. Randall will write down his experiences here. You can access Randall’s Diary by pressing X within the Status screen.

RANDALL’S MEMORIES
Randall collects small treasures scattered all over the world. You can see them in the main menu.
NAVIGATION (1/2)

MOVEMENT
Use LS to move Randall.

JUMP
Press A to jump.

WALL JUMP
Jump upon reaching a wall to perform a wall jump.

SPRINT
Hold RB to gain more power and speed.

SPRINT AND JUMP
Jump while you sprint to cover a greater distance.

TACKLE
Sprint to tackle barriers or enemies.
CROUCH
Hold LT to make Randall crouch.

JUMP while you’re CROUCHING to ROLL.

HEIGHTS
Be careful with heights. Try to avoid falling and hurting yourself by dropping down from the edges. Press LT just before impact to land in style.

CONTEXTUAL ACTIONS
X is the action button for any interactive item.

If you need to move heavy objects or search for anything, hold X.

DEEP WATERS
Randall’s equipment is heavy. Randall will drown if he falls into deep waters, and will move slower while in shallow waters.
COMBAT AND WEAPONS

WEAPONS will help you kill your enemies and unblock paths barred by WOODEN BOARDS and PADLOCKS.

FIREARMS
Randall will find a revolver and shotgun that you can access by using the D-pad. Aim carefully using RS and shoot with RT.

AMMUNITION for WEAPONS is scarce; you should try to conserve it. Reload manually with LB.

AXE
Once you find the AXE, you can always access it by pressing B. The axe is perfect for hitting enemies or knocking them down. After you’ve knocked your enemies to the ground, you can finish them off by holding B.

SLINGSHOT
The slingshot can’t kill enemies, but it’s perfect for creating distractions and hitting targets that are otherwise unreachable.
KNOW YOUR FOE

SHADOWS
SHADOWS wander aimlessly or remain inert in the absence of stimuli. Once the SHADOWS find a victim, they will stop at nothing to get him.

The SHADOWS have highly developed senses and are curious, so any movement or sound attracts their attention immediately.

Flee from the hordes at all cost. If more than one SHADOW attacks Randall, he won’t be able to defend himself, and will die a horrible death.

Randall can TAUNT his enemies with Y. Take advantage of this as you move through the high areas and other hazardous environments.